

HUMAN PERFORMANCE, TRAINING & SURVIVABILITY

Empower today's warfighter by closing human performance gaps using training and survivability solutions, thereby creating tomorrow's superior warrior. HPT&S is defined broadly to include all aspects of human performance in the domains of Cognitive Performance, Physical Performance & Survivability, and Training Technology Enhancement.

RECENT TRANSITIONS

VIDEO FLASHLIGHT (D&I)

TRASYS Range Instrumentation for deployment to 29 Palms MOUT facility

MAGTF XXI TACTICAL DECISION SYSTEM (TDS) (D&I)

Transition to Expeditionary Warfare School and School of Infantry Platoon Sgt's & Ops Chief's Courses

Logistics TDS

Transition to Logistics Operations School

Close Combat Marine Close Combat Marine TDS

Distributed as a CD September 2004 *Marine Corps Gazette*. It teaches tactics at the squad, platoon, and company level

Tactical Operations Marine Corps TDS

Transitioned to the Engineer School

First to Fight TDS

Managed effort with PM TRASYS

Virtual Technologies and Environments (VIRTE)

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Virtual Technologies and Environments (VIRTE)

AAV simulator. Went from ONR prototype, directly to series production; currently being fielded as an USMC training simulator. Combat Vehicle LCAC transition to PMS 377, MCCDC in FY 04.

FOCUS AREA

COGNITIVE PERFORMANCE ENHANCEMENT

HPT&E STO-1: Cognitive Performance Enhancement Methodologies and Technologies

PHYSICAL PERFORMANCE ENHANCEMENT & SURVIVABILITY

HPT&E STO-4: Physical Performance Enhancement Methodologies and Technologies

FP STO-1: Technology that provides improved protection for the individual against fragments, projectiles, and lasers with reduced weight and impact on ability to perform required functions

FP STO-2: Technologies for improved protection for individuals and vehicles in a chemical, radiological, and biological environment

TRAINING TECHNOLOGY ENHANCEMENT

HPT&E STO-2: Synthetic Environment Technologies

HPT&E STO-3: Training Technology Enhancement Tools and Technologies

PROJECT

INVESTIGATING
INDIVIDUAL & TEAM
COGNITIVE
PERFORMANCE (D&I)

NEURAL CONTROL OF
ACTIONS IN CONTEXT
(D&I)

NOVICE TO EXPERT PERF:
A DYNAMICAL
FRAMEWORK FOR
LEARNING (D&I)

ESTABLISHING TEAM
TRAINING METRICS THRU
THE USE OF A VIRTUAL
LAB (D&I)

A COGNITIVE NEURO
APPROACH FOR
ENHANCING TRAINING &
PERFORMANCE (D&I)

COMBAT SITUATION
AWARENESS (D&I)

WARFIGHTER
PERFORMANCE
ENHANCEMENT:
Combat Feeding and
Pharmacology (D&I)

MARINE ADVANCED
COMBAT HEADBORNE
SYSTEM (D&I)

COUNTER-FATIGUE
INTERVENTIONS (D&I)

ENVIRONMENTAL
EFFECTS ON COMBAT
PERFORMANCE (E&D)

AUGMENTED REALITY
SYSTEMS FOR URBAN
SKILLS TRAINING
(D&I) (E&D)

INTERACTIVE IMMERSIVE
CLOSED-LOOP TRAINING
SYSTEM FOR MOUT (E&D)

HUMAN ASSISTED
BUILDING GENERATED
SYSTEM (HABGS) (E&D)

HUMAN TECHNOLOGY
INTEGRATION &
ASSESSMENT (E&D)

HOSTILE OBJECTIVE
PREDICTION LINKED TO
IMMEDIATE TACTICAL
EFFECT- HOPLITE ((E7D)

FRONT PROJECTIVE
DISPLAYS FOR VIRTUAL
ENVIRONMENT (E&D)

AFTER ACTION REVIEW
SYSTEM (E&D)